



FINAL ASSAULT SCENARIOS



for Friendly and Tournament games

Period: Late war



FINAL ASSAULT

TOP SECRET FILES:

SCENARIOS

by
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with
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SCENARIOS

Friendly games

First of all, decide on the number of Army Points each player can spend and the maximum number of units that can be deployed. Then prepare the scenery that you want to use (minimum 12 elements, maximum 24).

In order to prepare the battlefield, both players roll 1d10 and add the highest TV of the units in their Army. Now, mentally sub-divide the battlefield into 24" x 24" (60 x 60 cm) squares. Whoever got the highest total places the first element of scenery from those available in one area, then his opponent can place another element in an empty area. Both players continue to take turns until all the areas have an element of scenery inside them. Start placing scenery again, in any area, taking turns until each contains two elements. After this second round, and before placing another element, you must decide an area and roll 1d10: 1-5 means you can't add anything else to this area (nor can your opponent!), 6-10 you can add the element. Complete the third and fourth rounds the same way.

Once the battlefield has been prepared, roll 1d10 to see which scenario you'll play:

1-2: **The River**

3-4: **The Village**

5-6: **Break the line**

7-8: **Radio Station**

9-10: **Vanguard**

Ensure that you have the right scenery for the scenario you've chosen. If not, roll again. Of course, if you need to include some specific elements of scenery you may need to move some other items...

Once this has been done then the player that won the initial roll can add a road (up to 72" (180 cm) long), and put up to four walls and four hedges (each 4"/10 cm long) along it. The opponent can then add a road (up to 48" (120 cm) long) with walls and hedges too.

Now both players roll 1d10 to decide who chooses their Deployment Area and places the first unit.



Tournament Scenarios

The Tournament organiser will prepare the tables which cannot be modified by the players. Initial allocation of tables and scenarios will be decided by the organiser.

"Swiss" style tournament

The Tournament is played "Swiss-style", where players are matched starting with the top two players and in decreasing points order, remembering to apply the rules for *Resolving a Draw* below. Pairings for the first game will be drawn at random. For the first game the organisers can change the pairings to ensure that players from the same club or town don't clash immediately. After the first game this rule no longer applies: subsequent games must only reflect the rankings. Games will last two hours each but the Umpire may decide to allow extra time for players to complete their current turn or at least finish the most important moves which could have an effect on the game's outcome.

Army points

You can spend a maximum of 4,500 points for your Army (of which up to 3,000 for tanks) and players must bring one or two Armies depending on the type of Tournament. Italian armies (not RSI), that will be published soon, can be Axis or Allies - the player can choose. Even if this can lead to some historical "inaccuracies", Armies that never fought each other may meet on the table. The Armies must be built around a Basic Platoon and any *Optional Units* must be clearly specified. The Army List must show the cost of each single unit and its variants and must show all relevant data and characteristics too.

For more details check the rules and the additional lists that can be downloaded from www.torrianimassimo.it, the forum torrianigames.forumfree.it. or from Facebook Final Assault.

Submitting Army Lists

The organizer will give a deadline for sending Army Lists which will be at least 7 days before the Tournament to allow them to be checked. This date cannot be extended. Players that don't deliver the list by the deadline will suffer a -100 Tournament Point penalty for every day of late-delivery.

Tournament styles

- **Standard:** Players must bring both an Axis and an Allied army from the European Front and from the Tournament's chosen period (Early, Medium, Late)

- **Open:** In addition to the above, players can also bring Army Lists from the Pacific or African Fronts (both coming soon). Players must still bring one Axis and one Allied army

- **Light:** Players can bring ONE Army (Axis or Allied). This may produce some unlikely battles (e.g. Americans vs. British). If a player wants to avoid these situations he can bring one Axis and one Allied army. The Organiser decides the Front and Period for the Tournament.

Army Selection

In the Standard Tournament the players will tell their opponent which army they want to use (Axis or Allies). If both choose a different side then they proceed with the *Deployment Phase*.

If the players choose the same side (e.g. Axis) then they both roll 1d10, adding the TV of the highest ranking Command unit. The player with the highest number can choose. Re-roll if it's a draw.

In order to allow a balanced use of all armies, after the first game players **MUST** use the Army they didn't use in the first game. If both players used the same side in the first game then in the second game the players can agree on what to use; if they can't agree then roll a dice to decide. This rule also applies to the third and any subsequent games; players can decide amongst themselves or roll a dice to decide.



Models

The models must be equipped as shown in the given Army List. Units must be easily identifiable, so you should write which unit the model belongs to under each base. Use a letter or colour and show these on the Army List (e.g.: unit A, B, or Red, Green etc.). You can use other easily-understood methods as long as they are also shown on the Army List (e.g. overcoat - Unit A; white helmet - Unit B).

Maximum number of units and deployment

The maximum number of units allowed will be decided by the organizer but we suggest 10/12 units. The more units you have the longer the game will be.

During deployment, even if some units are divided into Sections, they must be deployed at the same time. This simulates the fact that although they may take different orders, the models came to the battlefield together as part of the same unit. *Infiltrator* and *stealthy* units are declared as normal but only deployed once units without these characteristics have been deployed. If both players have *infiltrator* or *stealthy* units both players roll 1d10 and add their highest TV – the player that gets the highest total starts deploying them first.

Dice and tape-measure

Every player must bring at least 20 dice, a tape-measure and the markers needed during play. There is a -100 Tournament Point penalty for not bringing these items.

Markers

Three-dimensional markers are allowed if the organisers agree.

Rules

Every player must have an original copy of the rulebook on the table. There is a -100 Tournament Point penalty for not bringing your own rulebook.

New Rules, FAQ, clarifications

All official “additional” rules published before the date of the Tournament are valid unless otherwise specified by the organisers.

Optional Rules

The organisers can use any optional rules by specifying as much in the tournament information pack.



Odd-number of players

If there is an odd-number of players the organizing club must ask one of their own players not to play. If no agreement can be found then the player to step down will be the last player from the organizing club that submitted his Army List.

Scenarios and Tournament Points

The scenarios played in the Tournament will be those in this book and any subsequent additions. *Tournament Points* will be calculated as shown in each specific scenario.

Conceded, abandoned and interrupted games, late opponents, penalties and disqualifications

A Tournament should be a pleasurable experience for all, but should also be a place for some healthy competition. In the interests of all participants, the organisers reserve the right to award penalties or even disqualify players who behave unsuitably or that damage the running of the Tournament in any way. For this same reason, abandoning a Tournament before the third game, conceding a game, "speeding up" a game for personal reasons or being more than twenty minutes late are types of behaviour that must be avoided at all costs.

Obviously, unexpected events can occur sometimes so players should be told that if this happens (abandoning, concession, interruption, failure to arrive on time, disqualification) their Tournament Points will be cancelled (0 points) and will only be considered in the event of a draw. If the abandoning/disqualification should occur before players are paired off then the rankings are adjusted and the withdrawing player's opponent will be placed at the bottom and will be given a 900 point walkover victory. If the concession/abandon/disqualification happens during a game then the result is the same as above (900-0). This may seem drastic but avoids a lot of unpleasant situations.

It should be noted that players are allowed one abandon/concession/disqualification per year. If a player abandons/concedes or is disqualified a second time in a year then the organisers can refuse his participation permanently. The aim is not to discourage participation, but rather to create a healthy respect for the organisers and for those people that have travelled very long dis-

tances to take part. Players are therefore kindly asked not to concede anything that could influence the Tournament Points. If in doubt, the organisers can intervene. Phrases like "I've lost anyway" have no place in a Tournament, where we assume that players come to compete but also to play some wargames together. Conceding, abandoning or interrupting games ruins the Tournament for EVERYONE – please avoid this sort of behaviour.

Umpire

The Umpire can remind players of forgotten rules or ask players to play the rules in the correct fashion if they have been misinterpreted in any way. The Umpire can also be asked to measure distances or move units on behalf of a requesting player.

Penalties, disqualifications and other unpleasant situations

While one or two comments are normal, a whole game spent complaining about the dice or how "lucky" the opponent is will inevitably ruin the experience for all concerned. Not everyone is able to ignore constant complaints, so please refrain from these sort of comments.

If an Umpire is asked to manage this sort of situation then he can give a warning first, after which a -50 Tournament Points penalty can be given for each event involving the Umpire. In extreme cases the player can be disqualified. Personal insults, threats or physical attacks are forbidden: this sort of behaviour will lead to a ban for life. We ask players to learn how to control their frustration.

Resolving a draw

If there is a draw after the scheduled games then use these ways of deciding who won:

- 1) Total Opponent's Points (Total Tournament Points scored by opponents played, excluding the game played with the drawn player).
- 2) Difference between the Tournament Points "scored" and "scored against" in all games played.

N.B.: This is the first list of scenarios. New additional scenarios will be published soon.

SCENARIO 1: THE RIVER

The scenery you'll need: A 6' (180 cm) river, crossed by two bridges at least 20" (50 cm) apart.

Preparing the table

Put the river in the middle of the table. In Tournaments the table will be prepared by the organiser, otherwise prepare the battlefield then both players roll 1d10 adding the TV of their highest-ranking Commander. The player that gets the highest total can choose which side he'll deploy on and deploys the first unit or he can pass and force the opponent to choose their side and deploy the first unit.

Description

The bridges are the only way to the front and are fundamental for the supply line. Your mission objective is to take control of the bridges at any cost.

Period: 1944-1945

Location: France, Germany, Russia

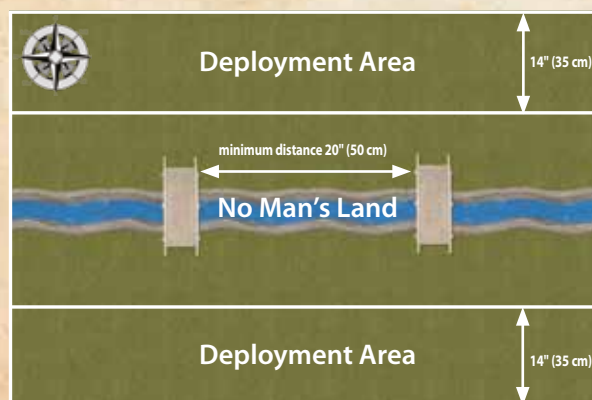
Table size: 6' x 4' (180 x 120 cm)

Duration: 10 turns

Deployment:

Player A: within 14" (35 cm) of the Northern edge

Player B: within 14" (35 cm) of the Southern edge



Special rules:

The river cannot be crossed by units that are not *amphibious*.

The banks are covered with vegetation: in game terms treat this like a long hedge (*linear obstacle*) running along both sides of the river.

In order to control a bridge the player must have at least twice the number of enemy models on the bridge. Armoured vehicles within 2" (5 cm) of the bridge count towards this total, and each Tank crew-member counts double (e.g. a fully crewed Sherman (5 men) counts like 10 models). *Shaken* models and abandoned or destroyed vehicles don't count. If you don't have at least double then the bridge is *contended*.

Victory Points after 10 turns

(Only valid if neither army has Routed. If they have, check further below)

200 points for each controlled bridge

100 points for each contended bridge (alternative to control)

150 points for eliminating the enemy unit with the highest ranking model and keeping yours alive. If there are two or more models with the same rank and TV, the enemy states which will be his objective before the game begins.

75 points for eliminating the enemy unit with the highest ranking model but losing yours. If there are two or more models with the same rank and TV, the enemy states which will be his objective before the game begins.

For each eliminated enemy unit (eliminated, destroyed, fled etc.) the player gets their points value (divided by 10 and rounded down with no decimals). Add all the units together and then divide/round (e.g. $230 + 450 + 670 = 1350 = 135$ points).

Victory Points after a Rout

If an Army *Routs* always assume it is worth 450 points even if the actual value of the Army is less than 4,500 points; in addition to these 450 points for eliminating the Army ($4500/10 = 450$), the opponent gets 400 points for controlling the bridges and 150 for eliminating the enemy unit with the highest ranking model (if his own is still alive) - if not he gets 75 points.

If both Armies *Rout* then each player gets 700 points and does NOT add any points for objectives or eliminated enemy units.

SCENARIO 2: THE VILLAGE

The scenery you'll need: Three houses.

Preparing the table

Prepare the battlefield then both players roll 1d10 adding the TV of their highest-ranking Commander; whoever gets the highest total places the first house, then his opponent places the next. The first player then places the last house. The houses cannot be placed closer than 12" (30 cm) to any table edge and must be at least 8" (20 cm) from any other house. After deploying all the houses connect them with roads and place walls and hedges too. In Tournaments the table will be prepared by the organiser. Both players roll 1d10 adding the TV of their highest-ranking Commander. The player that gets the highest total can choose which side he'll deploy on and deploys the first unit or he can pass and force the opponent to choose the side and deploy the first unit.

Description

The enemy is trying to get into town and you must act immediately to regain control. Your mission objective is to take control of the buildings at any cost.

Period: 1944-1945

Location: France, Germany, Russia

Table size: 6' x 4' (180 x 120 cm)

Duration: 10 turns

Deployment:

Player A: within 14" (35 cm) of the Northern edge

Player B: within 14" (35 cm) of the Southern edge



Special rules:

In order to control a house the player must have at least twice the number of enemy models inside the building. Armoured vehicles within 2" (5 cm) of the house count towards this total, and each Tank crew-member counts double (e.g. a fully crewed Sherman (5 men) counts like 10 models). *Shaken* models and abandoned or destroyed vehicles don't count. If you don't have at least double then the house is *contended*.

Victory Points after 10 turns

(Only valid if neither army has Routed. If they have, check further below)

- 150 points** for each house controlled
- 50 points** for each contended house (alternative to control)
- 100 points** for eliminating the enemy unit with the highest ranking model and keeping yours alive. If there are two or more models with the same rank and TV, the enemy states which will be his objective before the game begins.
- 50 points** for eliminating the enemy unit with the highest ranking model but losing yours. If there are two or more models with the same rank and TV, the enemy states which will be his objective before the game begins.

For each eliminated enemy unit (eliminated, destroyed, fled etc.) the player gets their points value (divided by 10 and rounded down with no decimals). Add all the units together and then divide/round (e.g. $230 + 450 + 670 = 1350 = 135$ points).

Victory Points after a Rout

If an Army *Routs* always assume it is worth 450 points even if the actual value of the Army is less than 4,500 points; in addition to these 450 points for eliminating the Army ($4500/10 = 450$), the opponent gets 450 points for controlling the houses and 100 for eliminating the enemy unit with the highest ranking model (if his own is still alive) if not he gets 50 points.

If both Armies *Rout* then each player gets 700 points and does NOT add any points for objectives or eliminated enemy units.

SCENARIO 3: BREAK THE LINE

The scenery you'll need: Four sandbag positions

Preparing the table

Prepare the battlefield as described in the rules then both players roll 1d10 adding the TV of their highest-ranking Commander; whoever gets the highest total places the first sandbag position, then his opponent places the next. Do the same for the last two sandbag positions, ensuring that there are two positions in each *Deployment Area*. The sandbag positions cannot be deployed closer than 8" (20 cm) to the Eastern and Western edges and must be at least 16" (40 cm) from each other. In Tournaments the table will be prepared by the organiser. Both players roll 1d10 adding the TV of their highest-ranking Commander. The player that gets the highest total can choose which side he'll deploy on and deploys the first unit or he can pass and force the opponent to choose the side and deploy the first unit.

Description

Both sides are testing the enemy to try and find a gap in their lines while at the same time keeping their own defences intact.

Period: 1944-1945

Location: France, Germany, Russia

Table size: 6' x 4' (180 x 120 cm)

Duration: 10 turns

Deployment:

Player A: within 26" (65 cm) of the Eastern edge

Player B: within 26" (65 cm) of the Western edge

Special rules:

In order to control a sandbag position the player must have at least twice the number of enemy models inside. Armoured vehicles within 2" (5 cm) of the sandbag position count towards this total, and each Tank crew-member counts double (e.g. a fully crewed Sherman (5 men) counts like 10 models). *Shaken* models and abandoned or destroyed vehicles don't count. If you don't have at least double then the sandbag positions is *contended*.

Victory Points after 10 turns

(Only valid if neither army has Routed. If they have, check further below)

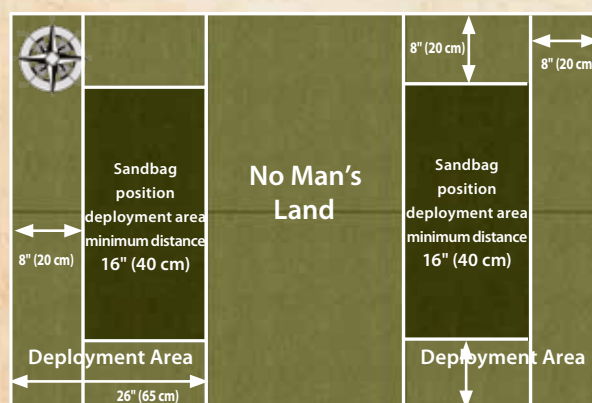
- 150 points** for each sandbag position controlled in the enemy *deployment area*
- 50 points** for each contended enemy sandbag position (alternative to control)
- 50 points** for each sandbag position controlled in your own *deployment area*
- 25 points** for each of your own sandbag positions that is contended (alternative to control)
- 150 points** for eliminating the enemy unit with the highest ranking model and keeping yours alive. If there are two or more models with the same rank and TV, the enemy states which will be his objective before the game begins.
- 75 points** for eliminating the enemy unit with the highest ranking model but losing yours. If there are two or more models with the same rank and TV, the enemy states which will be his objective before the game begins.

For each eliminated enemy unit (eliminated, destroyed, fled etc.) the player gets their points value (divided by 10 and rounded down with no decimals). Add all the units together and then divide/round (e.g. $230 + 450 + 670 = 1350 = 135$ points).

Victory Points after a Rout

If an Army *Routs* always assume it is worth 450 points even if the actual value of the Army is less than 4,500 points; in addition to these 450 points for eliminating the Army ($4500/10 = 450$), the opponent gets 400 points for controlling the positions and 150 for eliminating the enemy unit with the highest ranking model (if his own is still alive) if not he gets 75 points.

If both Armies *Rout* then each player gets 700 points and does NOT add any points for objectives or eliminated enemy units.



SCENARIO 4: RADIO STATION

The scenery you'll need: A building and a radio.

Preparing the table

Prepare the battlefield as described in the rules then both players roll 1d10 adding the TV of their highest-ranking Commander; whoever gets the highest total can choose to be the Attacker or the Defender, or can let the opponent decide. The player that chooses to be Attacker or Defender must deploy the first unit. The Defender places the building in his Deployment area at least 16" (40 cm) from Northern and Southern edges and at least 28" (70 cm) from Eastern and Western edges. In Tournaments the table will be prepared by the organiser.

Description:

Scouts have identified an enemy radio station in the area that is giving firing coordinates to their artillery. It must be silenced.

Period: 1944-1945

Location: France, Germany, Russia

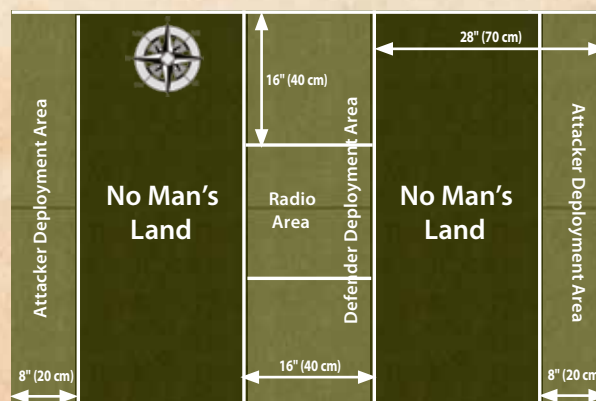
Table size: 6' x 4' (180 x 120 cm)

Duration: 10 turns

Deployment:

The Defenders are deployed in the middle of the table, at least 28" (70 cm) from the Eastern and Western edges.

The Attackers are deployed within 8" (20 cm) of the Eastern and Western edges.



Special rules:

The first unit that the Defender must deploy is the Command unit inside the house, with the *Commander* next to the radio. If the Army doesn't have Infantry units with a *Commander* it must deploy another infantry unit in the house, with a *Leader* next to the radio. If there are no infantry units at all then he must park a vehicle with a radio, with the highest ranking *Leader*, next to the building. This unit (Command, simple infantry or a vehicle) cannot act (can't receive Orders) until an enemy unit enters the building or states their intention to fire at or assault the unit guarding the radio. From that moment onwards they can act (and react) normally.

An Attacking model next to the radio can destroy it with any Order (while not performing that Order). The *Commander* (or *Leader*) of the unit in the radio room, or the vehicle parked next to it, also has the code-book. This code-book does not limit movement or fire in any way.

The Attacker will deploy his units within 8" (20 cm) of the Eastern or Western edges, alternating deployment as normal with the Defender, who will deploy his units at least 28" (70 cm) from the Eastern/Western edges. *Infiltrator* or *stealthy* units can be deployed in *No Man's Land* if they respect the normal limitations (30 or 40 cm/12 or 16" from any enemy model).

ATTENTION! In this scenario the *No Man's Land* is only 20" (50 cm) wide instead of 24" (60 cm).

Victory Points after 10 turns

(Only valid if neither army has Routed. If they have, check further below)

- 300 points** for the Attacker if the radio is destroyed
- 250 points** for the Attacker if he eliminates the unit with the code-book
- 300 points** for the Defender if the radio is still working
- 250 points** for the Defender if the unit with the code-book is still on the battlefield

For each eliminated enemy unit (eliminated, destroyed, fled etc.) the player gets their points value (divided by 10 and rounded down with no decimals). Add all the units together and then divide/round (e.g. 230 + 450 + 670 = 1350 = 135 points).

Victory Points after a Rout

If an Defender *Routs*, the Attacker gets 450 points for the enemy Army (4500/10 = 450) and gets 550 points for destroying the radio and eliminating the unit with the code-book.

If the Attacker *Routs*, the Defender gets 450 points for the enemy Army (4500/10 = 450) and also gets 250 points if the radio is still working, and 300 points if the unit with the code-book is still present.

If both Armies *Rout* then each player gets 700 points and does NOT add any points for objectives or eliminated enemy units.

SCENARIO 5: VANGUARD

The scenery you'll need: None

Preparing the table

Prepare the battlefield as described in the rules. In Tournaments the table will be prepared by the organiser. Roll 1d10 to see if the deployment is Horizontal or Vertical. Both players roll 1d10 adding the TV of their highest-ranking Commander. The player that gets the highest total can choose which side he'll deploy on and deploys the first unit or he can pass and force the opponent to choose the side and deploy the first unit.

Description

The enemy has been seen in the area. Investigate and report back to HQ.

Period: 1944-1945

Location: France, Germany, Russia

Table size: 6' x 4' (180 x 120 cm)

Duration: 10 turns

Deployment:

Roll 1d10: 1-5 Horizontal, 6-10 Vertical

Horizontal

Player A: within 14" (35 cm) of the Northern edge

Player B: within 14" (35 cm) of the Southern edge

Vertical

Player A: within 26" (65 cm) of the Eastern edge

Player B: within 26" (65 cm) of the Western edge



Victory Points after 10 turns

(Only valid if neither army has Routed. If they have, check further below)

- 400 points** for moving a unit into the enemy *deployment area*, while the enemy doesn't have any of his units in yours.
- 200 points** if both players have moved one or more units into the enemy *deployment area*.
- 150 points** for eliminating the enemy unit with the highest ranking model and keeping yours alive. If there are two or more models with the same rank and TV, the enemy states which will be his objective before the game begins.
- 75 points** for eliminating the enemy unit with the highest ranking model but losing yours. If there are two or more models with the same rank and TV, the enemy states which will be his objective before the game begins.

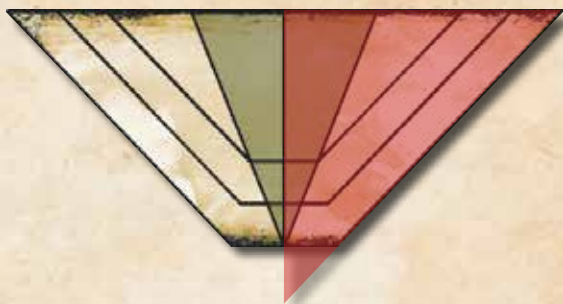
For each eliminated enemy unit (eliminated, destroyed, fled etc.) the player gets their points value (divided by 10 and rounded down with no decimals). Add all the units together and then divide/round (e.g. 230 + 450 + 670 = 1350 = 135 points).

Victory Points after a Rout

If an Army *Routs* always assume it is worth 450 points even if the actual value of the Army is less than 4,500 points; in addition to these 450 points for eliminating the Army ($4500/10 = 450$), the opponent gets 400 points for moving a unit into the enemy deployment area and 150 for eliminating the enemy unit with the highest ranking model (if his own is still alive) if not he gets 75 points.

If both Armies *Rout* then each player gets 700 points and does NOT add any points for objectives or eliminated enemy units.

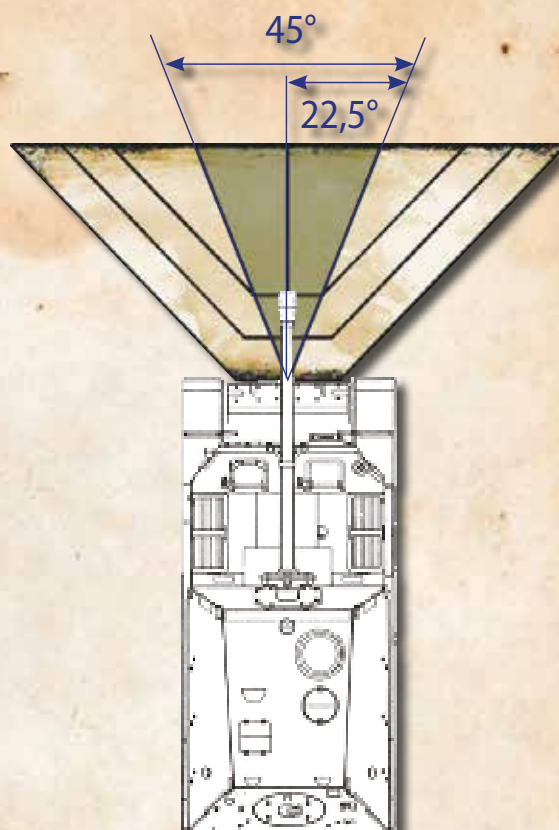
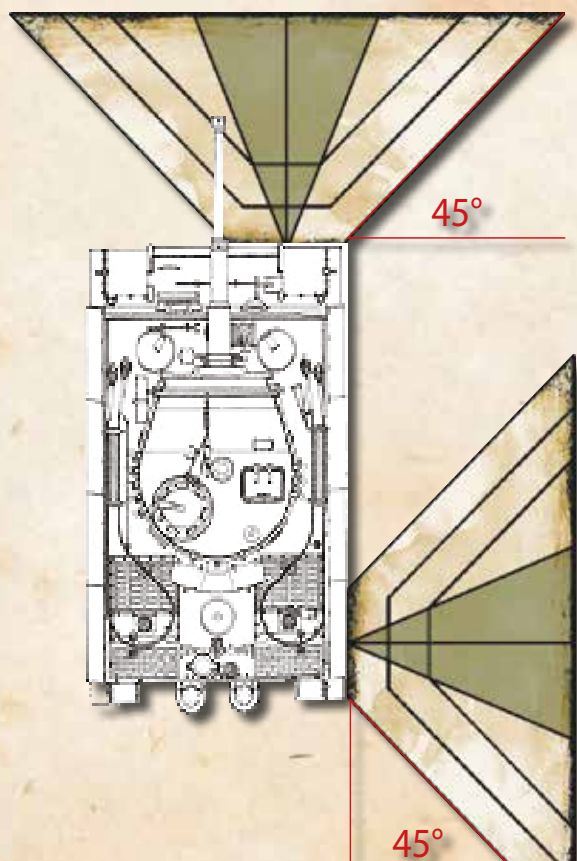
USING THE FIRING AND ARMOUR TEMPLATE



The red area shows 45°, and is mainly used to help you see which side of the target you hit.



The blue area measures a total of 45° and is mainly used for firing arcs. The central line divides the area into two equal areas of 22,5° each.



The template can be used to measure firing arcs. The whole template

SCENARIOS is a series of expansions for **FINAL ASSAULT**

In this book you'll find a simple way of creating scenarios that you can use in friendly games as well as some guidelines for Tournaments too. This book covers five scenarios: *The River*, involving the protection of bridges to guarantee supply lines; *The Village*, where an enemy force has moved into the area; *Break the Lines*, the offensive is coming and you must find a gap in the enemy lines; *Radio Station*, you must silence the radio station that is observing for the enemy artillery and *Vanguard*, where estimating the size of the enemy force is key to victory.

All of these scenarios are for the Late War period.

You will need a copy of **FINAL ASSAULT** to play these scenarios



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